RHYTHM NATION

OWNERS AND SERVICE MANUAL

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OWNERS AND SERVICE MANUAL

Rhythm Nation

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Chapter 1 – Safety and Warnings

BEFORE YOU BEGIN

WARNING: WHEN INSTALLING THIS GAME, A GROUNDED A.C. RECEPTACLE MUST BE USED. FAILURE TO DO SO COULD RESULT IN INJURY TO YOURSELF OR OTHERS. FAILURE TO USE A GROUNDED RECEPTACLE COULD ALSO CAUSE IMPROPER GAME OPERATION, OR DAMAGE TO THE ELECTRONICS

DO NOT DEFEAT OR REMOVE THE GROUNDING PRONG ON THE POWER CORD FOR THE SAME REASON AS GIVEN ABOVE. USING AN IMPROPERLY GROUNDED GAME COULD VOID YOUR WARRANTY.

HAVE A QUALIFIED ELECTRICIAN CHECK YOU'RE A.C. RECEPTACLE TO BE SURE THE GROUND IS FUNCTIONING PROPERLY.

INSTALLATION

The game comes ready to play with just a few simple things to keep in mind.

1. Plug the game into the A.C. outlet and turn on power to the game. The switch for the game is located on a power module on the outside rear of the game.

THIS GAME IS DESIGNED TO DISSIPATE STATIC ELECTRICITY THROUGH THE GROUNDING PLANE OF THE GAME. IF THE A.C. GROUND DOES NOT WORK, THE GAME COULD DISCHARGE STATIC ELECTRICITY THROUGH THE GAME CIRCUITRY, WHICH COULD CAUSE DAMAGE.

2. Make sure the game is level after installation. It is necessary to make sure the game is level for safety concerns.

3. Place the game into its final location and use the adjusting feet to level the game.

4. Check that the A.C. voltage rating on the back of the game matches the A.C. voltage of your location.

THE POWER SUPPLY IS NOT VOLTAGE ADJUSTABLE. TO OPERATE THE GAME AT VOLTAGES OTHER THAN THOSE IT WAS DESIGNED FOR, PLEASE CONTACT OUR SERVICE DEPARTMENT FOR VOLTAGE CONVERSION INFORMATION.

WARNING

DO NOT remove any of the components on the main board (e.g. compact flash and eproms) while the game is powered on. This may cause permanent damage to the parts and the main board. Removing any main board component part while powered on will void the warranty.

Chapter 2 – Game Setup and Features

Player Controls

Start Button
The Start button is used to start a game once the proper number of credits has been inserted. Start button is also used to accept the initials entered at high score entry.

Select Button
The Select button is used to select a song during song select and to select the player's initials during high score entry.

Game Control Buttons
The 4 game control buttons are used to activate the 4 on screen pads. Use these to strike the balls. During high score entry, use these buttons to navigate through the alphabet in order to select player initials.

Playing The Game
The objective of Rhythm Nation is for the player to press the four game control buttons in order to hit the dropping balls so that they go off the top of the screen. The balls are dropped in patterns that are synchronized to the beat of the music. Each hit ball awards the player 200 points. When 10 balls have been hit off the top of the screen without a miss, a 'Combo' begins and the player is awarded 400 points per ball during a 'Combo'. The player's goal is to maximize points scored to achieve high score and win tickets.

Hitting Balls
When a player hits each of the four game control buttons, the corresponding on screen paddle moves upward. When the on screen paddle strikes a ball at the correct time, the ball will bounce off the top of the screen and disappear. If a ball is struck, but not struck perfectly, it will bounce slowly upward and not make it off the top of the screen. These balls will drop back down and the player must hit the ball again. It is important to strike each ball at the correct time.

Synchronization With The Music
In order to become a good or great player, players must listen to the beat of the music. The balls are dropped in patterns that match the beat of the music. When good and great players play the game, they get in a 'zone' by listening to the music and reacting to the balls based on a memorized ball pattern and the music's beat. It is VERY IMPORTANT to have the game volume turned up so that a player can clearly hear the music during game play.

Song Select
Once a player inserts the proper amount of credits and selects the start button, the game begins. The first thing the player must do is select the difficulty level (easy, medium or hard) and song. Once a song is selected, the first round begins and balls begin dropping to the beat of the music.

Game Buy In / Free Games
When a game is started by a player, the player selects 1 song to play. Each song lasts approximately 2 – 3 minutes. If the song is completed with at least 1 note remaining (see Notes below), the player wins a free game and is allowed to select another song to play. At the end of the

second song, the game is over even if notes still remain. The player's score is the combined total of the score from the first and second songs. Only 1 free game can be won per player buy in.

Notes

In the upper right hand of the screen are 12 yellow notes. The yellow notes indicate the number of misses allowed in order for the player to win a free game. Each time a ball is missed by the player, 1 note disappears. If the song is completed with at least 1 note remaining, the player wins a free game. If the song ends with no notes remaining, the game is over. The factory setting is 12, it may be adjusted.

Game Setup

The game is setup at the factory with the recommended factory settings. The following outlines the important adjustments an operator may adjust during initial game setup. For more detailed instructions on setting these adjustments, see Chapter 3.

Coins

Set the number of credits required to start the game. Also set the number of credits for each coin inserted in coin mechanism 1, coin mechanism 2 and the DBV. These settings are adjusted in the COINAGE ADJUSTMENTS menu.

Game Volume

It is VERY IMPORTANT to have the game volume turned up so that a player can clearly hear the music during game play. In order to become a good or great player, players must listen to the beat of the music. The game's earnings will not be maximized if the game volume cannot be heard during game play. The game volume and attract mode volume may set separately under GAME ADJUSTMENTS.

Tickets

If the game is equipped with a ticket dispenser, setup the points per ticket, minimum tickets paid, maximum tickets paid and ticket threshold. Also, setup whether tickets should be dispensed while playing or at the end of the game. These settings are adjusted in the TICKET ADJUSTMENTS menu. Set points per ticket and minimum tickets to 0 if the game does not have a ticket dispenser.

Number of Notes

The operator has the choice to set the number of balls the player may miss in order to get a free game. This setting is adjusted under CHANCES in the GAME ADJUSTMENTS menu.

Select Screen

The factory default screen allows the player to select a difficulty level and song. An alternative menu is available that only lets a player select a song. In this 'simple' menu, only the easy songs are selectable. If a player wins a free game, then only the medium difficult songs are displayed. The setting is adjusted by turning SIMPLE SELECT 'On' under the GAME ADJUSTMENTS menu.

Control Switches

The control switches are inside the front coin door.

Volume Up

Press the volume up button to increase the volume in the game and the attract mode. Pressing this button when playing the game will increase the game volume. Pressing this button when the game is in the attract mode will increase the attract mode volume.

Volume Down

Press the volume down button to decrease the volume in the game and the attract mode. Pressing this button when playing the game will decrease the game volume. Pressing this button when the game is in the attract mode will decrease the attract mode volume.

Diagnostics Button

Press this button to go into the diagnostics MAIN MENU.

Coin Meters

The game has two mechanical coin meters. The coin meter will be incremented by 1 each time a coin is dropped into the coin mechanism.

Chapter 3 – Diagnostic, Adjustment and Audit Menu System

Menu System

The game's menu system is a series of on screen menus that allow the operator to setup and adjust the settings. Each menu item leads to another menu, a list of data or provides the ability to modify the adjustment.

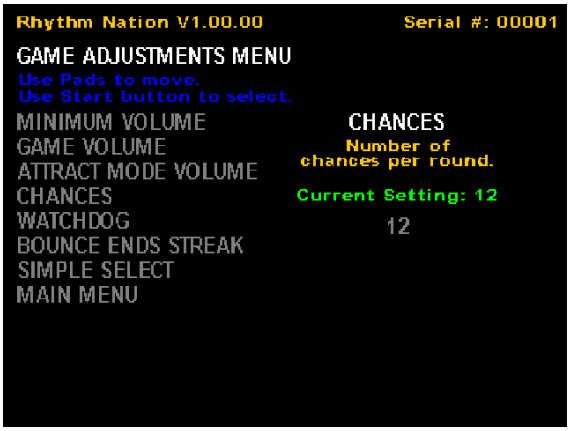
Starting The Menu System

Press the Diagnostics control switch inside the coin door to access the on screen menu system.

Navigating The Menu

Use the following buttons to navigate the menu system:

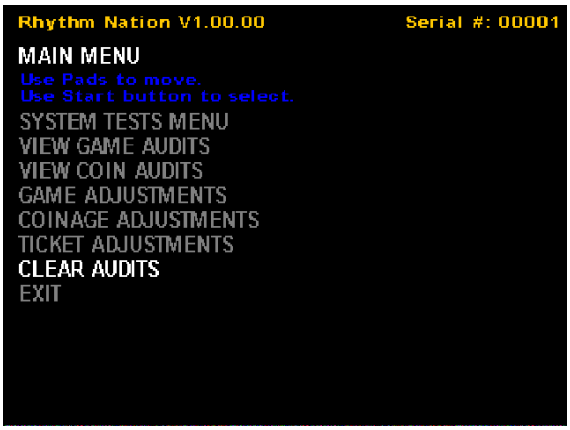
- Left most game control pad to move the cursor up the menu
- Right most game control pad to move the cursor down the men
- Use the Start button to select an item. On selectable menu items, press the Start button to activate the adjustable. Once activated, use the left most and right most control pads to change the settings. Once an item has been changed, press the Start button to save the desired setting.



In this example, CHANCES was selected. Use the left most game control pad to decrease and the right most game control pad to increase this setting. Press the START button to save the desired setting.

1.0 Main Menu

All system tests, audits and game adjustments are accessible from the MAIN MENU.



1.1 System Test Menu

Select SYSTEMS TEST at the MAIN MENU.

Switch Input Test - Select SWITCH INPUT TEST to manually test all of the switch inputs. When in this screen, activate the start button, select button, test button, volume up, volume down, ticket sensor, coin 1, coin 2, game control pad 1, game control pad 2, game control pad 3 and game control pad 4 to determine if the game recognizes input from each.

Video Screen Tests - Select VIDEO SCREEN TESTS to test the following: Screen Color, Screen Size, Red Color, Green Color, Blue Color, and White Color.

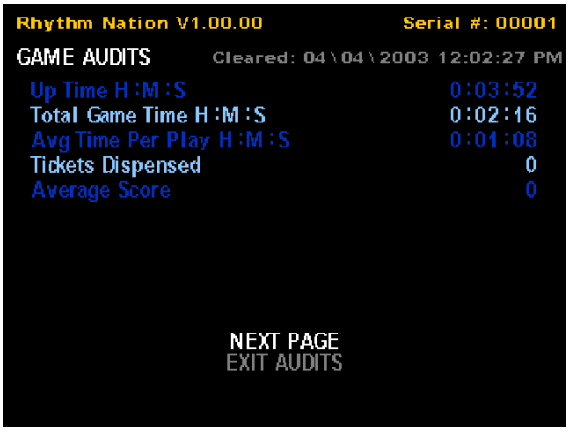
Sound Test - Select SOUND TEST to test various game sounds and songs.

Watchdog Test - The watchdog automatically restarts the game in the event it locks up. Select WATCHDOG TEST to determine if the watchdog is functioning properly.

1.2 View Game Audits

Select VIEW GAME AUDITS at the MAIN MENU to view import audit data about the game. Use the Pads and Start button to navigate through the page navigation items at the bottom of each page.

Page 1



Up Time H:M:S - Total up time since last RESET AUDITS or RESTORE FACTORY SETTINGS from the UTILITIES menu. Reported in Hours, Minutes and Seconds.

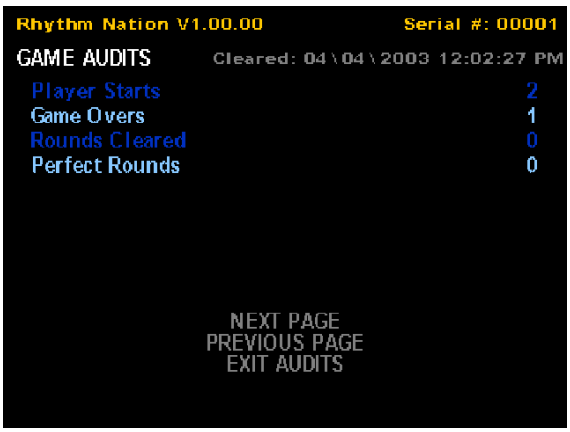
Total Game Time H:M:S – Total time game has been played since last RESET AUDITS or RESTORE FACTORY SETTINGS from the UTILITIES menu. Reported in Hours, Minutes and Seconds.

Avg Time Per Play H:M:S – Average amount of game time per game played since last RESET AUDITS or RESTORE FACTORY SETTINGS from the UTILITIES menu. Reported in Hours, Minutes and Seconds.

Tickets Dispensed – Total tickets dispensed since last RESET AUDITS or RESTORE FACTORY SETTINGS from the UTILITIES menu.

Average Score – Average player score since last RESET AUDITS or RESTORE FACTORY SETTINGS from the UTILITIES menu. Use this setting to help determine ticket settings from the TICKET UTILITIES menu.

Page 2



Player Starts – Number of games started since last RESET AUDITS or RESTORE FACTORY SETTINGS from the UTILITIES menu.

Game Overs – Number of games ended since last RESET AUDITS or RESTORE FACTORY SETTINGS from the UTILITIES menu.

Rounds Cleared – Number of rounds cleared with at least one note remaining since last RESET AUDITS or RESTORE FACTORY SETTINGS from the UTILITIES menu. A round is made up of one entire song. Notice in the upper right corner of the screen the yellow note indicator. Each time a player misses a dropped ball, 1 note is removed. If the player finishes a round (song) and has at least 1 note remaining, the round is considered cleared.

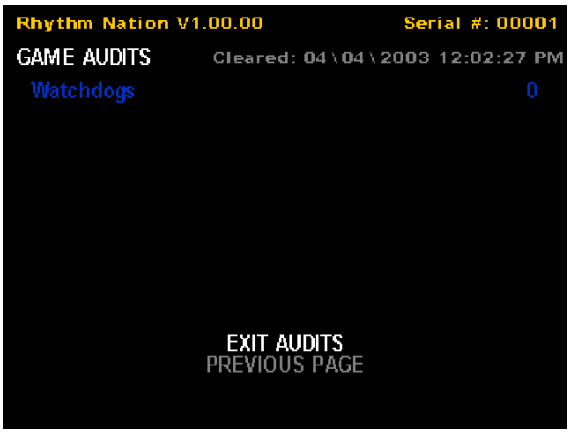
Perfect Rounds – Number of rounds played without missing a dropped ball since last RESET AUDITS or RESTORE FACTORY SETTINGS from the UTILITIES menu.

Page 3 - 5

[Difficulty] – [Song Name] – Number of times the specified version of the song has been played by a player since last RESET AUDITS or RESTORE FACTORY SETTINGS from the UTILITIES menu.

Each song has a difficulty setting of EASY, MEDIUM or HARD.

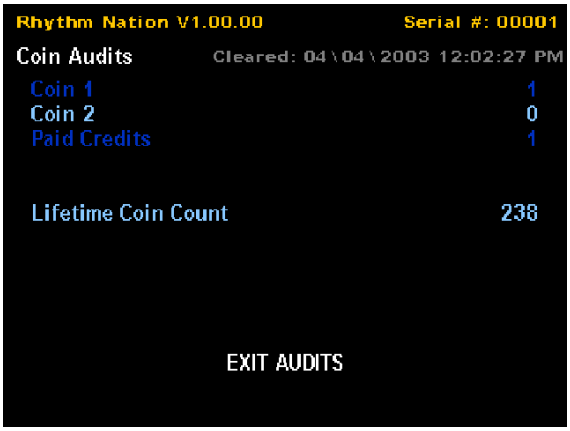
Page 6



Watchdogs – Number of times the game has watchdogged since last RESET AUDITS or RESTORE FACTORY SETTINGS from the UTILITIES menu.

1.3 View Coin Audits

Select VIEW COIN AUDITS at the MAIN MENU to view coin data about the game.



Coin 1 – Number of coins inserted in coin mechanism 1 since last CLEAR COIN COUNTERS or RESTORE FACTORY SETTINGS from the UTILITIES menu.

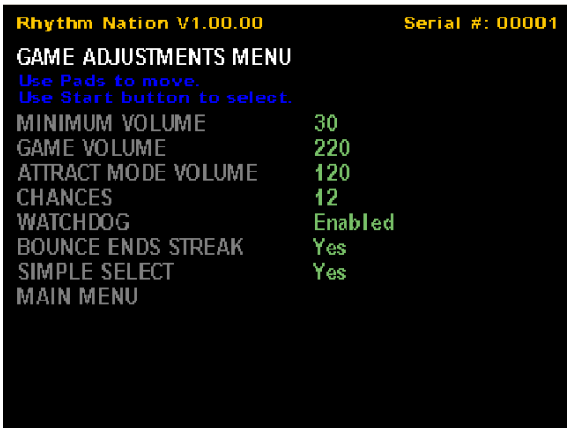
Coin 2 – Number of coins inserted in coin mechanism 1 since last CLEAR COIN COUNTERS or RESTORE FACTORY SETTINGS from the UTILITIES menu.

Paid Credits – Number of coins inserted in all coin devices since last CLEAR COIN COUNTERS or RESTORE FACTORY SETTINGS from the UTILITIES menu.

Lifetime Coin Count – Number of coins inserted in all coin devices since the game has been installed.

1.4 Game Adjustments

Select GAME ADJUSTMENTS at the MAIN MENU. Modify these game adjustments to change the way the game functions.



Minimum Volume – Minimum volume setting for the game. Set from 0 – 255. The higher the setting the higher the volume.

Game Volume – Volume setting for the game. Set from 0 – 255. The higher the setting the higher the volume.

Attract Mode Volume – Volume setting for the attract mode. Set from 0 – 255. The higher the setting the higher the volume.

Chances – Number of chances (yellow notes) a player is given for each song. If a song is completed with at least one yellow note remaining, the player is awarded a free game. Yellow notes disappear each time a ball is missed. Set from 1 – 16.

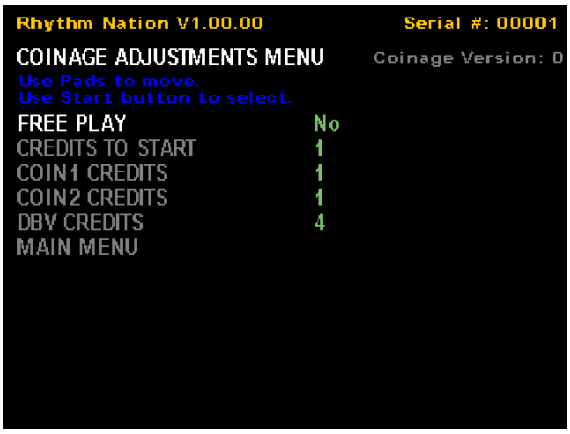
Watchdog – Determines if the watchdog is enabled or disabled. When 'Enabled', the game will automatically restart if the game crashes. If 'Disabled', the game will not restart if the game crashes.

Bounce Ends Streak– If a player perfectly hits a ball 10 consecutive times, a streak will begin and the amount of points awarded per hit ball will double. If Bounce Ends Streak is set to 'Yes', the streak is ended if a player partially hits a ball (e.g. ball is partially hit bouncing it only part way up the screen). If set to 'No', the streak only ends when balls are completely missed.

Simple Select – If set to 'No', the song select screen lets the player first choose the difficulty level (Easy, Medium, Hard) then a song with the corresponding difficulty. If set to 'Yes', the song select screen will not let the player select the difficulty level. In this case, the first time the game is played, the player can choose from 'Easy' songs only. If the player wins a free game, the player will then be prompted to select 'Medium' difficulty songs only.

1.5 Coinage Adjustments

Select COINAGE ADJUSTMENTS at the MAIN MENU. Modify these coinage adjustments to change the price of the game.



Free Play – If set to 'Yes' the game is set on free play and no coins or credits will be required to play.

Credits to Start – Set the number of credits required to start a game. Set from 1 – 9.

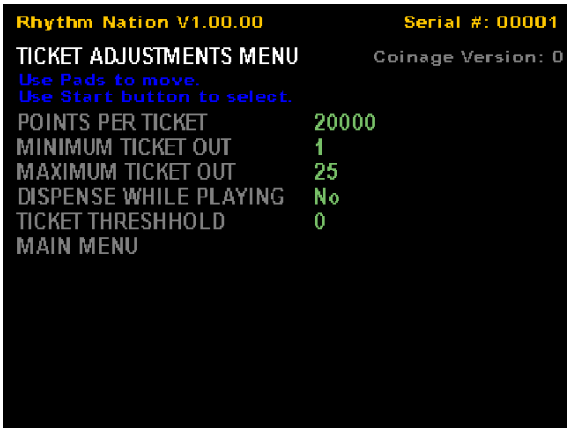
Coin 1 Credits – Set the number of credits received when a coin or token is inserted in coin mechanism 1. Set from 1 – 9.

Coin 2 Credits – Set the number of credits received when a coin or token is inserted in coin mechanism 2. Set from 1 – 9.

DBV Credits – Set the number of credits received when a bill is inserted in the DBV. Set from 1 – 20.

1.6 Ticket Adjustments

Select TICKET ADJUSTMENTS at the MAIN MENU. Modify these ticket adjustments to change the number of tickets dispensed by the game.



Points Per Ticket – This setting determines the number of points required to earn one ticket. Set from 0 – 100,000. If the game does not have a ticket dispenser, set to 0.

Minimum Tickets Out – This setting determines the minimum number of tickets to be dispensed for each game played. Set from 0 – 10. If the game does not have a ticket dispenser, set to 0.

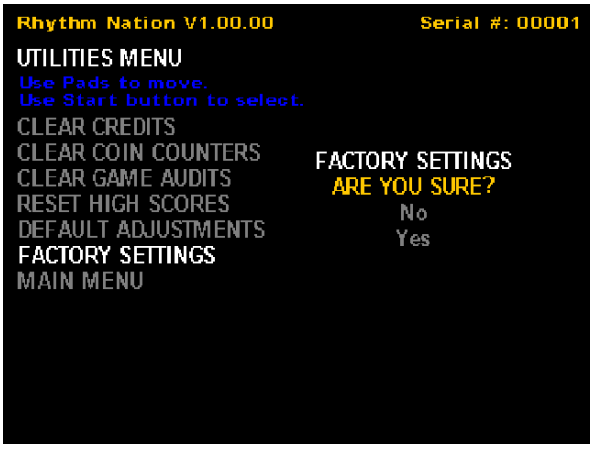
Maximum Tickets Out – This setting determines the maximum number of tickets to be dispensed for each game played. Set from 0 – 50. If the game does not have a ticket dispenser, set to 0.

Dispense While Playing – Set to 'No' to dispense tickets at the end of each game. Set to 'Yes' to dispense tickets as they are earned during game play.

Ticket Threshold – This setting determines the number of points required before the first ticket will be earned. Set from 0 – 300,000

1.7 Clear Audits

Select CLEAR AUDITS at the MAIN MENU. Modify these ticket adjustments to change the number of tickets dispensed by the game.



Clear Credits – This will clear the credits currently in the game.

Clear Coin Counters – This will clear all of the coin counters in the game.

Clear Game Audits – This will clear all the game audits.

Reset High Scores – This will reset the high score tables.

Default Adjustments – This will reset the game using all of the default adjustments. Default Adjustments are as follows:

Game Adjustments:	
Minimum Volume	30
Game Volume	220
Attract Volume	120
Chances	12
Watchdog	Enabled
Bounce Ends Streak	Yes
Simple Select	No

Coin Adjustments:	
Freeplay	No
Credits to Start	1
Coin 1	1
Coin 2	1
DBV	4

Tickets Adjustments:	
Points Per Ticket	20000
Minimum Tickets	1
Maximum Tickets	25
Dispense While Playing	No
Ticket Threshold	0

Factory Settings – This will reset the game using all of the default settings above and clear credits, game audits, coin audits and reset high scores. It will NOT reset the Lifetime Coin Counter.

Chapter 4 – Troubleshooting

CAUTION

This game uses complex electronic components that are very sensitive to static electricity. Observe precautions below before handling these electronics. Failure to do so may void the warranty and damage electronic assemblies.

- Before servicing electronics, turn off AC power to the game. Wait for capacitors to discharge.
- DO NOT remove any of the components on the main board (e.g. compact flash and eproms) while the game is powered on. This may cause permanent damage to the parts and the main board.
- Before touching or handling electronic assemblies, discharge static electricity on your body. To discharge this static, begin by connecting the line cord to a grounded outlet. Don't turn on the game. Next, touch the safety ground stud of the power supply chassis.
- Store electronic assemblies in an anti-static area. Use anti-static bags to store or transport the game circuit boards.
- Don't remove or connect electronic assemblies when cabinet power is on. Otherwise, you'll damage electronic assemblies and void the game's warranty.
- After you complete maintenance or service, replace ground wires, shields, safety covers and install and tighten ground and mounting screw.
- Video game monitors generate and store potentially high voltages. Avoid touching any part of the monitor until power has been off for some time. A picture tube can maintain a hazardous charge for up to several days. Only qualified technicians should service monitors.

Game Is Non-Functional

1.	Verify that the game power switch is turned on.
2.	Verify the line cord connector is firmly and correctly seated into the power entry module of AC power chassis.
3.	Verify that correct AC line voltage is present at the outlet
4.	Verify that the JAMMA wire harness connector is firmly and properly seated to the mating JAMMA PCB edge connector. DO NOT remove or install JAMMA connector when power is turned on. Doing so will damage the CPU assembly and void the warranty.
5.	Verify that the DC power supply voltages at the game CPU assembly are set as follows. The following voltages should be set when the game CPU assembly is connected and the game is powered on. +5V: +4.9V - +5.1V /// +12V: +11.5V - +12.5V //// -5V:-4.75V - -5.25V
6.	Verify that the non-JAMMA connectors are attached at the proper location and are firmly seated.
7.	Verify that the game DIP switches are set properly.
8.	Inspect CPU board under low-light conditions. LED's glow if processor circuits receive voltage. These indications prove presence of some DC from power supply. Still, voltages or signals may not be present.

Monitor Is Non-Functional

1.	Verify that the cabinet AC line voltage cable is firmly and properly connected to mating AC connector on monitor.
2.	Verify that the cabinet video signal cable connector is firmly and properly connected to the mating video signal input connector of the monitor.
3.	Verify that the monitor remote adjustment board is properly installed and connected to the monitor chassis.
4.	Verify monitor is operating properly by replacing with know good unit.
5.	Verify that brightness and contrast are set above their minimum levels.
6.	Verify that the game is using a low-res monitor.

Sound Is Non-Functional

1.	Verify the cabinet wiring is correct. Ensure that the speakers are properly connected to the audio wires from the JAMMA connector.
2.	Verify that the power is providing: +5V: +4.9V - +5.1V +12V: +11.5V - +12.5V -5V: -4.75V - -5.25V
3.	Verify that the above listed voltages are present at the correct JAMMA connector pins.
4.	Verify that the game volume has been turned up.

Game Controls Are Non-Functional

1.	Verify that the each individual switch is working by doing the SWITCH INPUT TEST under the SYSTEM TESTS MENU.
2.	Verify that the each individual signal wire for each switch is connected.

Marquee Lamp Is Non-Functional

1.	Verify that the fluorescent lamp is properly inserted into the lamp holders.
2.	Verify that the lamp pins are making good contact with the mating pins of the lamp holders.
3.	Verify that the fluorescent lamp ballast is correct for the local AC line voltage and frequency.

Chapter 5 – Parts

Mechanical Parts

FP1019L	Leveler Foot
HH5005	Ticket Dispenser
HR2005	Button – Large Round White
RN3027	Cover Glass
RR1024	Ticket Bin
WA5001	Coin Door

Electrical Parts

8284	Ballast
8453	Bulb PL-L
8545	Bulb – Compact Fluorescent
AR2007	Speaker (6 X 9)
FF2007	Speaker (4”)
MON29C	Monitor – 29”
RN2003	Bulb – Blue Neon
RN2005	Button – 4” Round
TT2001	Transformer
RN2034X	Main PCB

Graphics and Decals

RN7001	Decal – Upper Cabinet – Left
RN7002	Decal – Upper Cabinet – Right
RN7003	Decal – Lower Cabinet – Left
RN7004	Decal – Lower Cabinet – Right
RN7005	Decal – Start Button
RN7006	Decal – Instruction Bezel
RN7007	Decal – Rhythm Button
RN7008	Decal – Select Button
RN7009	Decal – Podium – Small Blue Balls
RN7010	Decal – Podium – Large Blue Balls
RN7011	Decal – Podium – Green Balls
RN7012	Decal – Control Panel
RN7027	Marquee

Chapter 6 - Warranty

I.C.E warrants all components in the **RHYTHM NATION™** game to be free of defects in materials and workmanship for a period of 90 days from the date of purchase. Furthermore, all MAIN P.C. BOARDS are warranted for 180 days.

This warranty does not cover items damaged due to normal wear and tear, subjected to abuse, improperly assembled by the end user, modified, repaired, or operated in a fashion other than that described in the service manual.

If your **RHYTHM NATION™** game fails to conform to the above-mentioned warranty, I.C.E.'s sole responsibility shall be at its discretion to repair or replace any defective component with a new or remanufactured component of equal to or greater O.E.M. specification.

I.C.E. will assume no liability whatsoever, for costs associated with labor to replace defective parts, or travel time associated therein.

I.C.E.'s obligation will be to ship free of charge, replacement parts by U.P.S. Ground, U.S. mail, or other comparable shipping means. Any express mail or overnight shipping expense is at the cost of the purchaser.

- Products will be covered under warranty only when:
- The serial number of the game with the defective parts is given.
- The serial number of the defective part, if applicable, is given.
- Defective parts are returned to I.C.E., shipping pre-paid, in a timely fashion, if requested by I.C.E.
- A copy of the sales receipt is available as proof of purchase upon request of I.C.E.

I.C.E. distributors are independent, privately owned and operated. In their judgment, they may sell parts or accessories other than those manufactured by I.C.E. We cannot be responsible for the quality, suitability, or safety of any non-I.C.E. part, or any modification, including labor, which is performed by such a distributor.

Chapter 6 – Warranty Continued

ICE Inc warrants that all of its products will be free from defects in material and workmanship.

When placing a warranty request, please be prepared to provide the following information:

- Serial Number of Game or Bill of Sale
- Machine Type
- A Detailed Description of the Equipment Fault Symptoms

ICE product, including Cromptons, Sam's Billiards, Uniana and Bell Fruit is warranted as follows:

- 180 days on the Main PCB and Computers
- 90 days on all other components (i.e. DBV's, Ticket Dispensers, etc)
- 30 days on repaired items
- 3 years on all Crane Harnessing
- 9 Months on Printers

DKS cashless systems offer a 3-year warranty on all components.

ICE Inc shall not be obligated to furnish a warranty request under the following conditions:

- Equipment has been subjected to unwarranted stress through abuse or neglect
- Equipment has been damaged as a result of arbitrary repair/modification attempts
- Equipment that has failed through normal wear and tear

ICE Inc will assume no liability whatsoever for costs associated with labor to replace defective parts or travel time associated therein.

All defective warranty covered components will be replaced with new or factory refurbished components equal to OEM specifications. ICE Inc will cover all UPS ground, or comparable shipping means, freight costs during the warranty period. Expedited shipments are available for an additional charge.

Defective parts are returned to ICE Inc, at the customer's expense, in a timely fashion.

ICE distributors are independent, privately owned and operated. In their judgment, they may sell parts and/or accessories other than those manufactured by ICE Inc. We cannot be responsible for the quality, suitability or safety of any non-ICE part, modification (including labor) that is performed by such a distributor.

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